

WHAT IS CLAIMED IS:

1. A computer-readable recording medium on which is recorded a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting an input to a computer of a candidate character intended to be an object of an action to be performed by a predetermined character in accordance with a control operation of a player;

determining whether the input accepted for the candidate character is for an enemy character; and

displaying, in accordance with a determination result, a vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

2. A computer-readable recording medium on which is recorded a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting input to a computer of an action to be performed by a predetermined character in accordance with a control operation of a player;

accepting the input to the computer of a candidate character intended to be the object of the action to be performed by the predetermined character in accordance with a control operation of a player; and

displaying, in accordance with the type of the action accepted as input and the type of the candidate character accepted as input, the vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

3. The computer-readable recording medium according to claim 2,

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wherein when the action accepted as input is an attack action and the candidate character is an enemy character, a cursor pointing at the candidate character is displayed in a first display form, and when the action accepted as input is an attack action and the candidate character is not an enemy character, the cursor pointing at the candidate character is displayed in a second display form.

4. The computer-readable recording medium according to claim 2, wherein when the action accepted as input is a defense action and the candidate character is not an enemy character, a cursor pointing at the candidate character is displayed in a first display form, and when the action accepted as input is a defense action and the candidate character is an enemy character, the cursor pointing at the candidate character is displayed in a second display form.

5. The computer-readable recording medium according to claim 1, on which is recorded a program for displaying a predetermined character vicinity differently from a candidate character vicinity.

6. A video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, which program comprises:

accepting an input to a computer of a candidate character intended to be any object of an action to be performed by a predetermined character in accordance with a control operation of a player;

a determining that determines whether or not the input accepted for the candidate character in the input-accepting step is for an enemy character; and

a displaying that, in accordance with a determination result obtained in the determining, displays a vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

7. A video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a

player, which program comprises:

accepting a first input to a computer of an action to be performed by a predetermined character in accordance with a control operation of a player;

accepting a second input to the computer of a candidate character intended to be an object of the action to be performed by the predetermined character in accordance with a control operation of a player; and

a displaying that, in accordance with the type of the action accepted as the first input and the type of the candidate character accepted as input in the second input, displays the vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

8. The program according to claim 7, wherein when the action accepted as the first input is an attack action and the candidate character is an enemy character a cursor pointing at the candidate character is displayed in a first display form in the displaying and when the action accepted as input in the first input is an attack action and the candidate character is not an enemy character, the cursor pointing at the candidate character is displayed in a second display form in the displaying.

9. The program according to claim 8, wherein when the action accepted as input in the first input is a defense action and the candidate character is not an enemy character a cursor pointing at the candidate character is displayed in a first display form in the displaying and when the action accepted as the first input is a defense action and the candidate character is an enemy character, the cursor pointing at the candidate character is displayed in a second display form in the displaying.

10. The program according to claim 6, further displaying a predetermined character vicinity differently from a candidate character vicinity.

11. A video game processing method of a video game capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with

control operations of a player, the method comprising:

accepting an input to a computer of a candidate character intended to be an object of an action to be performed by a predetermined character in accordance with a control operation of a player;

determining whether the input accepted for the candidate character in the accepting is for an enemy character; and

displaying, in accordance with a determination result obtained in the determining, a vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

12. A video game processing method of a video game capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player, the method comprising:

accepting a first input to a computer of an action to be performed by a predetermined character in accordance with a control operation of a player;

accepting a second input to the computer of a candidate character intended to be an object of the action to be performed by the predetermined character in accordance with a control operation of a player; and

displaying, in accordance with the type of the action accepted as the first input and the type of the candidate character accepted as the second input, a vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

13. The video game processing method according to claim 12, wherein when the action accepted in the first input is an attack action and the candidate character is an enemy character, a cursor pointing at the candidate character is displayed in a first display form in the displaying and when the action accepted as the first input is an attack action and the candidate character is not an enemy character, the cursor pointing at the candidate character is displayed in a second display form in the displaying.

14. The video game processing method according to claim 12, wherein when the action accepted as the first input is a defense action and the candidate character is not an enemy character, a cursor pointing at the candidate character is displayed in a first display form in the displaying, and when the action accepted as the first input is a defense action and the candidate character is an enemy character, the cursor pointing at the candidate character is displayed in a second display form in the displaying.

15. The video game processing method according to claim 11, further comprising a displaying of the predetermined character vicinity differently from the candidate character vicinity.

16. A video game apparatus, comprising:

a storing system that stores a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with control operations of a player;

a computer for reading from the storing system and executing the program; and

a display apparatus for picture display, provided as output system of the computer,

wherein the computer, by executing the program, accepts the input of a candidate character intended to be an object of an action to be performed by a predetermined character in accordance with a control operation of a player; determines whether or not the input accepted for the candidate character is an enemy character; and displays the vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

17. A video game apparatus, comprising:

a storing system that stores a video game program capable of displaying multiple characters including a player character and an enemy character on a screen and controlling actions of the displayed characters in accordance with

control operations of a player;

a computer for reading from the storing system and executing the program; and

a display apparatus for picture display, provided as an output system of the computer,

wherein the computer, by executing the program, accepts the input of an action to be performed by a player character in accordance with a control operation of a player; accepts the input of a candidate character intended to be an object of the action to be performed by the predetermined character; and in accordance with the type of the action accepted as input and the type of the candidate character accepted as input, displays the vicinity of the candidate character differently depending on whether or not the candidate character is an enemy character.

18. The video game apparatus according to claim 17, wherein when the action accepted as input is an attack action and the candidate character is an enemy character, a cursor pointing at the candidate character is displayed in a first display form, and when the action accepted as input is an attack action and the candidate character is not an enemy character, the cursor pointing at the candidate character is displayed in a second display form.

19. The video game apparatus according to claim 17, wherein when the action accepted as input is a defense action and the candidate character is not an enemy character, a cursor pointing at the candidate character is displayed in a first display form and when the action input-accepted is a defense action and the candidate character is an enemy character the cursor pointing at the candidate character is displayed in a second display form.

20. The video game apparatus according claim 16, wherein the computer displays a predetermined character vicinity differently from a candidate character vicinity.